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MINI GUIDE

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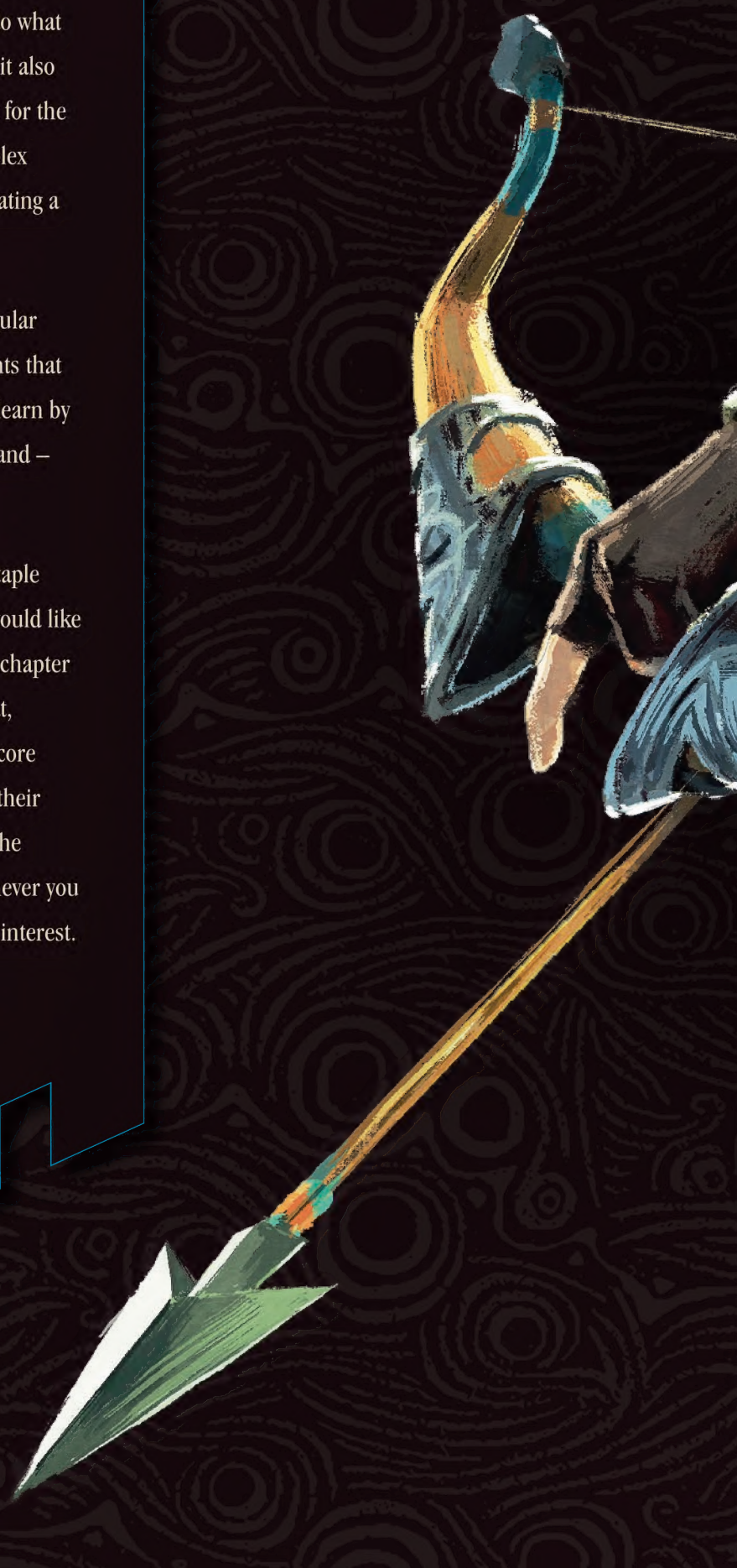
PRIMER

This introductory chapter offers a general presentation of all primary features and concepts of significance in *Breath of the Wild*. As the adventure begins you are free, literally within seconds, to go where you want and do what you please. While this freedom is hugely enjoyable, it also means that there are countless traps that lie in wait for the unwary player: surprisingly tough opponents, complex puzzles, and the many challenges inherent in navigating a vast and varied game world.

Breath of the Wild does not coddle players with regular tutorials, or micro-manage movement with waypoints that map journeys on a step-by-step basis. Instead, you learn by observing, by attempting actions that seem logical, and – perhaps most importantly of all – by failing.

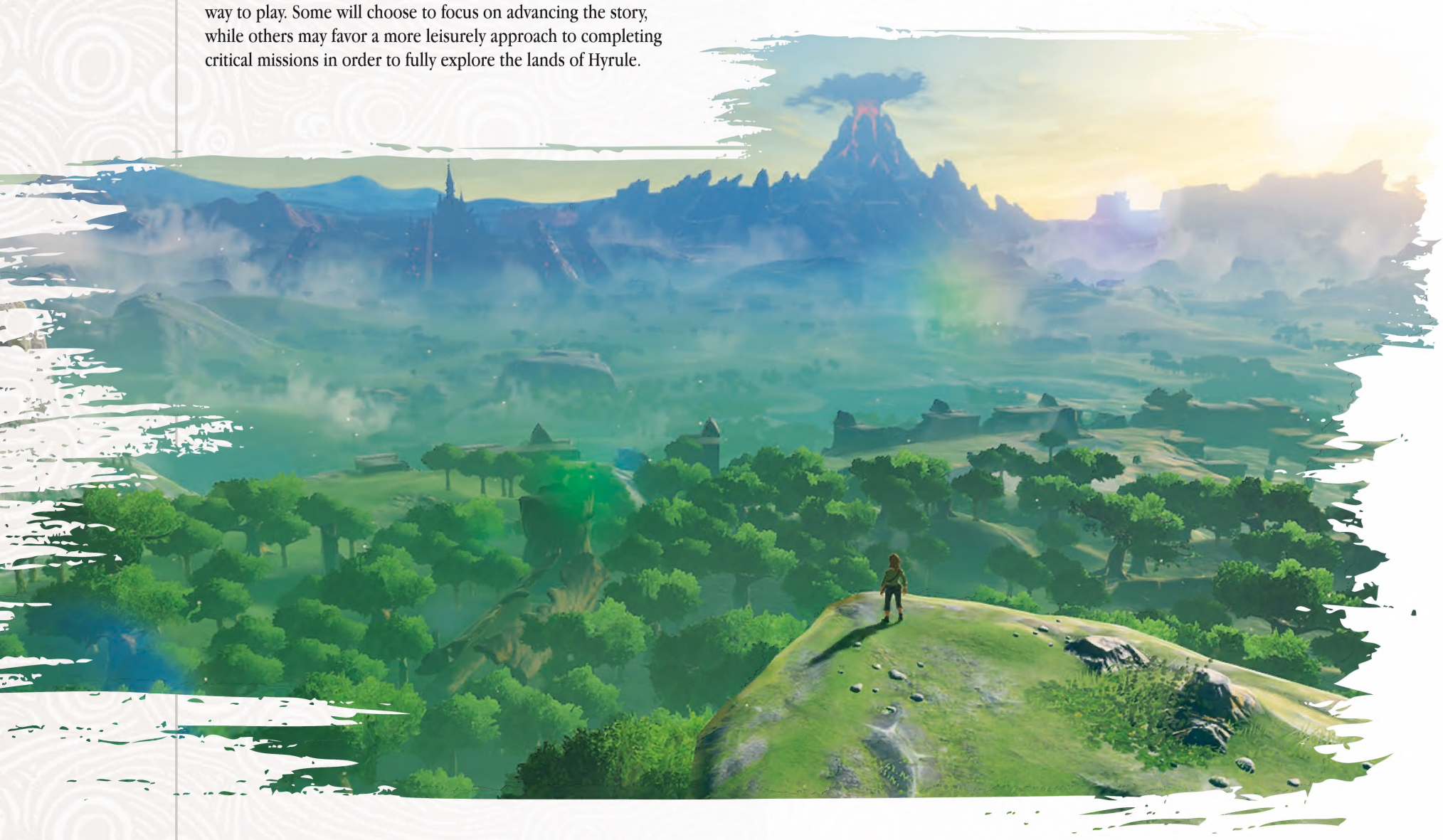
It's important to acquire a solid understanding of staple game features at an early stage in the story. If you would like to make a commanding start, digesting this Primer chapter will help you to get to grips with exploration, combat, character progression, equipment and many other core systems. For those relishing the opportunity to test their mettle against this world with minimal assistance, the chapter is also suited for occasional reference whenever you might like to learn more about a particular topic of interest.



Game Structure

The Legend of Zelda: Breath of the Wild places your character, Link, in a breathtaking open world, and leaves you free to explore it as you please. While a main storyline quest is always available, reasons and opportunities to venture off the beaten track are seemingly countless in number.

The true joy of *Breath of the Wild* is that there is no right or wrong way to play. Some will choose to focus on advancing the story, while others may favor a more leisurely approach to completing critical missions in order to fully explore the lands of Hyrule.



Broadly speaking, there are three primary pursuits:

- **MAIN QUESTS ( ):** These missions advance the main storyline upon completion. They are selected automatically by default, meaning that their waypoints are displayed in priority on your map and mini-map. These markers are very helpful to locate your next destination, but you can't expect to blindly follow them to complete objectives. Exploring each region on the way to your next destination is a large part of the challenge, where natural curiosity and a willingness to investigate the environment will enable you to find solutions on your own. Sometimes, you may not even receive a directional hint: certain main quest waypoints stay on the position of the quest giver. In such instances, you have no guidance other than the hints provided by the character in question to help you. It's up to you to decipher the meaning of their words and figure out what you are supposed to do next.

- **SIDE QUESTS ( ) & SHRINE QUESTS ( ):** These assignments are generally shorter than main quests and involve a relatively simple objective – finding a specific item, revealing a hidden landmark, and so forth. Whenever you wish to complete one of these optional missions, be sure to select it in the Adventure Log menu: this will ensure that active waypoints on the map and mini-map point to relevant locations. In many cases, though, these waypoints will remain on the position of the quest vendor, making you directly responsible for figuring out what to do next. More often than not, optional missions do not involve intense combat, but instead test your wits and observation skills. If a character requires an elixir to heal a relative, you must use the clues at your disposal to infer which ingredients are required, and where these might be found. Our Walkthrough chapter offers selections of optional quests that are feasible and within the limits of Link's abilities for each stage in the storyline. As a general rule, we strongly encourage you to complete as many of these secondary quests as you can. Not only will they offer valuable rewards, but they will also enable you to see more of the wonders of Hyrule.

- **FREE ROAMING:** Even if you are not working on a quest there is still a lot that you can do in *Breath of the Wild*, such as exploring the spectacular environments, gathering resources or improved equipment, discovering secret areas, participating in mini-games, and facing ambient enemies. The world is *alive* with opportunities and rewards. Irrespective of the advantages that you'll gain by accumulating items, exploration is hugely rewarding in its own right: charting the vast expanses and discovering mesmerizing vistas can lead to many quietly profound moments.

DIFFICULTY

By modern gaming standards, *Breath of the Wild* is a relatively hard game. There are few tutorials or prompts to introduce even basic concepts and systems, waypoints deliberately offer limited visual guidance, battles can seem brutal if you are unprepared, the map you explore is gigantic, and the potential pitfalls numerous. It is, however, never unfair or cruel – quite the contrary, in fact. Every moment of failure teaches you something about how you could better approach a challenge or improve your preparations.

SKIPPING CUTSCENES

While most players will want to see every last story development, there are instances (particularly when triggering an event multiple times, or while replaying the game) where you may wish to avoid revisiting a cinematic sequence. To skip cutscenes, press X. For important scenes, you will sometimes need to press + when the corresponding prompt appears. You can also speed up conversations with characters by pressing B every time they begin a new line of dialogue.

SAVING

Breath of the Wild employs an autosave system that automatically records your progress at regular intervals. This happens seamlessly (look for the icon in the bottom-left corner of your screen) and means that you are taken back to a position mere minutes – or even seconds – prior to the moment that you hit the Game Over screen. There are five such autosave slots, offering plenty of flexibility if you would like to backtrack to an earlier point in time.

You can also create a manual save file via the System menu. Make a habit of using this feature to record your progress, especially before you attempt something dangerous. It is quick and painless, and will help you to avoid situations where you lose progress after a mistake or unanticipated difficulty spike in the rare instances when an autosave hasn't triggered for a while. You should note, though, that manual save functionality will occasionally be suspended when you visit particular locations.

Breath of the Wild offers frequent opportunities to venture off the beaten track, with your exploration and accomplishments all being of direct benefit to Link and your overall completion rate. Roaming the map is something that we strongly encourage – but until you have explored an area, you cannot be sure what lies in store. By saving regularly, you will insure yourself against sudden and decidedly unfavorable developments.

COMMANDS

The following table offers a handy recap of the main commands you will use throughout the adventure.

DEFAULT CONTROLS SUMMARY

SWITCH	WII U	SUMMARY
L	L	Used for basic movement and to navigate menus.
R	R	Used to control the game camera and to navigate pages in menus.
+	+	Used to select your current weapon/bow/shield/arrow/rune (hold a direction and navigate available items with R). Whistle to call your horse (+). Also used to navigate menus.
A	A	Used to interact with the environment and to confirm selection in menus. During combat, press the button while holding a shield to perfect-guard. Used to mount a horse; while mounted, spur the horse to make it increase speed. With a shield drawn and Link airborne, tap this button to shield-surf.
B	B	Press to sheathe your current weapon or to put away the paraglider. Hold to sprint while running. Also used to cancel selection in menus, and to cancel charged attacks or bow shots.
Y	Y	Press to attack with a weapon in hand. Hold to perform a charged attack.
X	X	Press to jump while on a solid surface. While airborne, press to use the paraglider. While swimming, press to dash.
R	R	Press to draw your currently selected melee weapon. Hold to aim and release to throw that weapon. Also used to throw objects that you are carrying, such as jars or rocks.
ZR	ZR	Tap to draw your currently selected bow. Hold to aim and charge, and release to shoot.
L	L	Press to activate your currently selected rune. Press again to deactivate it.
ZL	ZL	Tap to instantly align the camera in the direction that Link is facing. Hold to focus (fixing Link in that direction), lock on to a nearby target, and draw your shield out. Press multiple times to change targets when applicable.
L	L	Used to crouch.
R	R	Press to use your scope, an item that you receive early in the main storyline.
+	+	Display the pause menu, where you can change tabs with L and R.
−	−	Display the Sheikah Slate, where you can change tabs with L and R.

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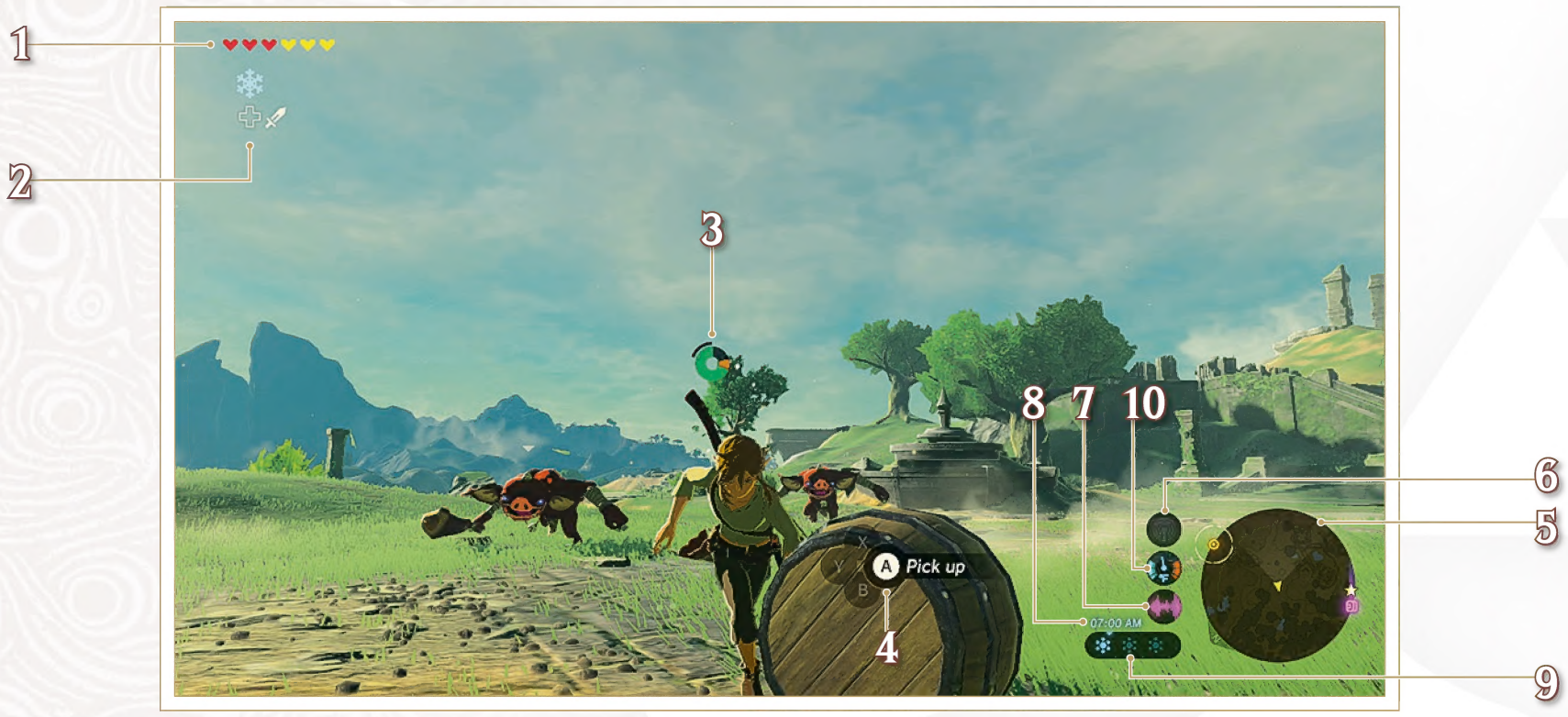
On-screen Display



1 HEARTS

Hearts represent Link's health. The gauge is depleted every time he sustains damage, and you will hit the Game Over screen if it becomes fully empty. There are multiple methods to regain empty hearts, though the most common is to consume food. Starting with three hearts at the beginning of the game, you can increase your total permanently by completing dungeons and (albeit more gradually) shrines, or temporarily by eating appropriate cooked dishes. Temporary hearts are displayed in yellow and disappear when you lose them.

2 LOADOUT

This display reflects your current loadout. Press ✚ in the corresponding direction to access a shortcut: left to equip your shield, right to draw your melee weapon, up to ready your rune, and down to whistle for your horse. To change your current selection of shortcuts, either hold ✚ in the corresponding direction and choose a new one with Ⓡ, or visit the Inventory menu.

3 STAMINA WHEEL

A green, circular bar will appear whenever you consume stamina while performing effortful actions such as sprinting or climbing. Once you curtail the activity, the gauge will refill automatically. If you fail to stop before the entire bar is exhausted, however, it will turn red and leave you unable to rely on stamina-fueled moves for several seconds until the gauge is fully restored. Worse still, if you run out of stamina while climbing or swimming, Link will lose his grip or drown.

4 INTERACTIONS

Objects or individuals that you can interact with in the game world using Ⓐ are highlighted by prompts such as "Talk" or "Activate" when you move within range.

5 MINI-MAP

This illustrates Link's immediate surroundings, including essential details such as waypoints, shrines, and assorted points of interactivity. See page 16 for details.

6 SHEIKAH SENSOR

At the beginning of the adventure, you will receive a Sheikah Slate, which gives you access to the in-game map. A little later in the adventure, a new function will be added: the Sheikah Sensor, which enables you to detect shrines nearby. This feature is represented by an antenna icon. Whenever a shrine is available in the current radius of the Sheikah Slate, the sensor will start glowing. The concentric circles light up when Link faces in the direction of the shrine; the better his alignment, the more circles glow. This enables you to locate shrines with a fairly high degree of precision, though you should note that the signal is three-dimensional, taking into account not just left and right, but also elevation.

7 NOISE INDICATOR

Whenever Link performs an action, this gauge reflects the amount of noise he makes. The louder he is, the greater the amplitude of the soundwaves on this display. This tool can prove helpful during stealth sequences. Whenever enemies or hunt targets are nearby, make sure you remain unseen and try to keep noise to a minimum. Crouch-walking is a great way to move while remaining quiet, especially if you tilt Ⓛ very gently. In addition, certain foods and pieces of armor can increase your ability to remain silent.

8 TIME OF DAY

The current time of day plays an important role in the game. For example:

- Various enemy types can only be encountered at night.
- Guards in outposts often sleep at some point after dusk, enabling you to either avoid conflict or plan sneak attacks if you visit in the evening.
- Certain flora and fauna specimens can only be found during specific time windows.
- Some optional quests and events are only available at night.

One second in real life translates into one minute in the game world – so a full day/night cycle in Hyrule corresponds to 24 actual minutes.

9 WEATHER

The glowing icon represents the current weather, while the icons to the right offer the forecast for the coming hours. All icons slowly scroll to the left as time passes by. The weather can have various practical gameplay consequences. For example, Link will slip and slide if you attempt to climb when it rains, and he can be struck by lightning during thunderstorms.

10 TEMPERATURE

The thermometer display represents the current temperature. If the meter enters the blue or red zones, you must consume appropriate food or elixirs, or to kit Link out with specific equipment that offers protection from cold or heat.

RUPEES

Rupees are the primary currency in the *Legend of Zelda* universe. Your current total funds will appear briefly in the top-right corner of the screen whenever you collect rupees, though you can also view a permanent tally of your wealth at the inventory menu. You need rupees to buy anything from a merchant. A rupee's color determines its value:

RUPEE	VALUE
	1
	5
	20
	50
	100
	300

NAVIGATION

Navigation is one of the primary challenges in *Breath of the Wild*. Though basic commands and movements are easy to execute, navigating complex environments and planning efficient trips can prove a little more demanding. With practice, though, these skills will soon become second nature. The key consideration here is that you should feel comfortable with every command. If any of them seem unclear or unnatural to you, practice them regularly and carefully read the corresponding explanations on these pages. Any traversal-oriented feature of importance that you choose to disregard will, at one point or another, hinder your progress during your travels.

BASIC MOVEMENT: Traveling from one destination to another on foot is extremely simple. You move Link around with Ⓛ and control the camera with Ⓡ. While running, hold Ⓑ to sprint and reduce the overall duration of your journeys. Sprinting will gradually deplete your stamina bar. Stop sprinting and the gauge will refill gradually. If you deplete the entire bar, Link will be left out of breath and temporarily unable to reach top speed until it has been fully replenished.

JUMPING: You can jump by pressing Ⓧ. This enables you to vault over obstacles or gaps. To leap over greater distances, prepare a suitable run-up and sprint in advance. Falling from great heights will cause damage, so be careful when you move close to noteworthy drops. Once you obtain the paraglider in the opening section of the game, however, you can avoid the effects of rapid descents by floating to kill your momentum just before you hit the ground.

SWIMMING: Link swims automatically when you tilt Ⓛ. Every movement he makes in deep water depletes a fraction of the stamina bar. If you cannot reach solid ground by the time the gauge is fully empty, he drowns and you return to your previous position on dry land with one heart fewer than before. You can dash over a short distance by pressing Ⓧ, though this removes a more substantial chunk from the stamina bar. Dashing has multiple applications, such as reaching the shore more quickly, catching fish, or putting distance between Link and an enemy.

CLIMBING BASICS: Link can scale virtually every single wall, cliff, and mountain available in the game, with the (common-sense) exception of perfectly smooth walls, typically found in shrines and ancient structures. To begin a climb, direct Link towards a solid, vertical surface. Use Ⓛ to ascend, traverse to the left or right, or descend. Every movement you make while climbing will take a toll on your stamina bar, so you must choose your route carefully. Employing Ⓡ to adjust the camera and plan ahead is a vital skill, as you will often need to find flat areas where you can take a break to refill your stamina during long ascents. Link will lose his grip and fall once the stamina wheel is fully depleted. You can jump with Ⓧ to reach a higher position quickly while climbing, but this will burn up a large portion of your stamina instantly – making it a move best left for low-risk situations.

DESCENT MOVES: To begin a descent from a standing position, head to the edge and press Ⓐ when the corresponding button prompt appears on your screen. While hanging, you can drop with Ⓑ, or back eject by holding Ⓛ down and pressing Ⓧ, causing Link to spring away from a surface. To grab a climbing position while in midair, simply move in its direction; you can do this easily once you have secured the paraglider.

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ROUTE PLANNING: Before heading out on a long journey, make a habit of planning your route in advance. Following roads often presents a fast and direct path, but this is also where you will encounter the most enemies. Venturing through more remote areas will generally involve climbing and assorted detours, but will often lead to unexpected discoveries such as shrines. Whenever you espy elevated vantage points, it may be worth your while to climb up: standing on high ground gives you a better view of the region, and therefore enables you to adapt your journey based on what you observe. In the early hours of the adventure, though, your stamina will be very limited, so you can only climb for a short period of time. This means that more strenuous ascents are only possible if they feature flat areas for much-needed rest stops. Link's capacity for exploration (especially climbing) improves as he acquires better equipment and attributes throughout the adventure.

OPTIMAL APPROACH: When you decide to attack an enemy outpost, use your navigational skills to get an edge. Study your surroundings to get a clear sense of what dangers lie ahead. Eliminating a sentry on a lookout with an arrow headshot, for example, will prevent them from warning allies. Combat can be ruthlessly hard in *Breath of the Wild*, so advance preparation and creative thinking are vital skills. Watch out for situations that will enable you to avoid combat, or that will tip the odds in your favor. For example:

- Boulders on vantage points can be rolled down slopes to crush opponents below.
- A bomb thrown into the center of a close-formation pack of weak, early-game enemies might eliminate them all simultaneously.
- Raiding outposts at night while all local forces are sleeping might enable you to plunder certain rewards without once drawing a weapon.
- Stealing weapons that enemies have stowed in racks or left lying around may limit their offensive capabilities if a fight breaks out.

FAST TRAVEL: Every time you activate a tower or a shrine, it will instantly become a new fast travel position. Simply open the Map menu, move the cursor to one of these positions, and press A to initiate the truncated journey. Given the gigantic size of Hyrule, this is an essential feature that you will come to use on a regular basis. Note that ancient tech labs, encountered a little later in the adventure, can also act as fast travel destinations.

PARAGLIDER: After you complete the main story objectives during the opening section of the game on the Great Plateau, you will receive the paraglider. This amazing tool enables you to glide over long distances when you jump from elevated positions such as towers and peaks, though the distances that you can travel are limited by Link's current stamina reserves. Press X while airborne to initiate flight, then adjust your direction and speed with L. This incredibly useful feature enables you to cross chasms and travel long distances much more quickly than you would on foot. Combined with the fast travel technique that gives you instant access to any tower that you have unlocked, this is one of the best ways to explore new regions.

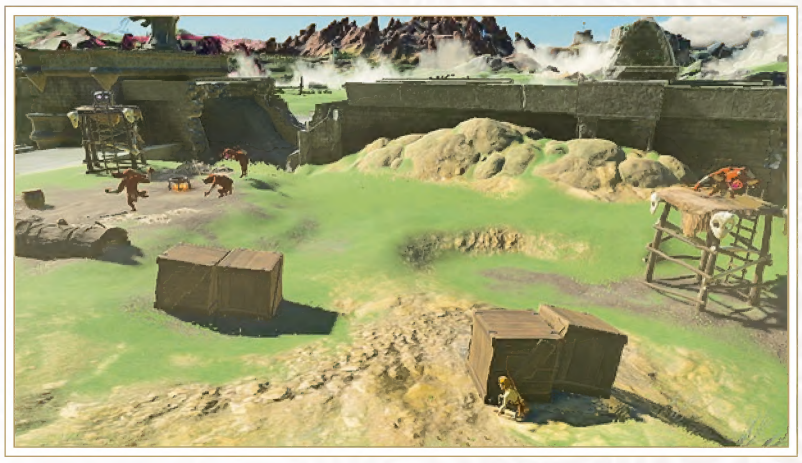
ALTITUDE MANAGEMENT: While using the paraglider, you can put it away to deliberately fall, then draw it out again once you have reached the desired altitude. This trick is particularly handy if you are still high in the air with insufficient stamina to safely reach the ground: let yourself fall, then activate the paraglider just before you land to avoid taking any damage.

UPDRAFTS: Whenever you notice an upward gust of wind, you can use the paraglider to fly high in the air. Natural updrafts can be found in certain locations in Hyrule or inside shrines, but you can also utilize temporary updrafts that appear above large fires.

Landmarks & Points of Interest

Exploration is one of the most important activities in *Breath of the Wild*. The game world is quite astonishingly vast and features countless points of interest, characters to talk to, collectibles to acquire, and quests to complete. Scouring Hyrule for new experiences is utterly compelling, largely because your curiosity is so frequently rewarded. In this section, we describe the most important landmarks and features that you will discover during your travels.

TOWERS: As a general rule, a tower should be your first destination whenever you visit a new region. Climbing them is a challenge in the early game, when your stamina is limited, but this will become less of a concern later on. Certain towers are harder to beat than others, though, because of a heavy enemy presence, or due to environmental hazards or obstacles that hinder your progression. Reaching the top of a tower and interacting with its terminal will reveal the corresponding map portion, making navigation and exploration in the area much easier. Towers have a second application that is just as essential: once unlocked, they become fast travel positions, enabling you to warp to them whenever you please. As they are very tall, you can subsequently glide to any point of interest within range (such as a local shrine), then later warp back to the tower before floating off towards a new potential challenge in the vicinity.



ENEMY OUTPOSTS: You will encounter a great many outposts throughout the adventure. From rudimentary gatherings of enemies around a campfire, to elaborate bastions with multiple lookout towers, these should never be taken lightly. Defeating the enemies guarding an outpost will reward you with the weapons they were wielding in addition to item drops that can be used for crafting purposes. Many outposts also feature at least one treasure chest; occasionally, when accompanied by a purple hue, these can only be opened once all local troops have been eliminated. This does not mean that it is in your best interests to storm all outposts that you encounter, though. A hidden mechanic in the game gradually increases the level of your opponents as you defeat them – and so the more enemies you eliminate, the harder subsequent foes will be to beat. As a rule, it makes sense to prioritize only those outposts that provide noteworthy rewards.

SHRINES: Most shrines are small but perfectly formed "dungeons," challenging you to solve all sorts of physical or logical puzzles. Much like towers, shrines are high-priority targets in terms of exploration. Not only do they offer valuable rewards on completion (including spirit orbs – items that you can trade in for additional hearts or stamina segments), but they also turn into fast travel positions the moment you first interact with them. As the game features over a hundred shrines, these gradually form a network that enables you to warp to virtually anywhere on the map. Note that certain shrines will not be immediately available: you may need to complete specific shrine quests to make them appear.

VILLAGES: *Breath of the Wild* features a number of large villages where you will find assorted amenities including shops, quest vendors, cooking pots, and goddess statues where you can trade spirit orbs for heart containers or stamina vessels. Take the time to speak to all characters that you encounter. Most of them will have something useful to tell you, particularly hints that will help you to unlock or complete a quest.

STABLES: Stables are smaller settlements with one unique feature: they enable you to register any horse that you have tamed in the wild (see page 17). Once registered, a horse is available to you from any stable in Hyrule, even if you leave it in the middle of nowhere or at the opposite end of the world map. Conveniently, a shrine can usually be found a short walk from each stable, making them excellent starting points whenever you are ready to make a foray into an uncharted region.

GREAT FAIRY FOUNTAINS: Hidden in very specific locales throughout Hyrule, Great Fairy Fountains enable you to upgrade your pieces of armor in exchange for materials gathered in the wild. This is one of the most powerful ways to increase your resistance to damage. Eventually, you will enjoy unique benefits that are triggered when you wear complete sets of upgraded gear.

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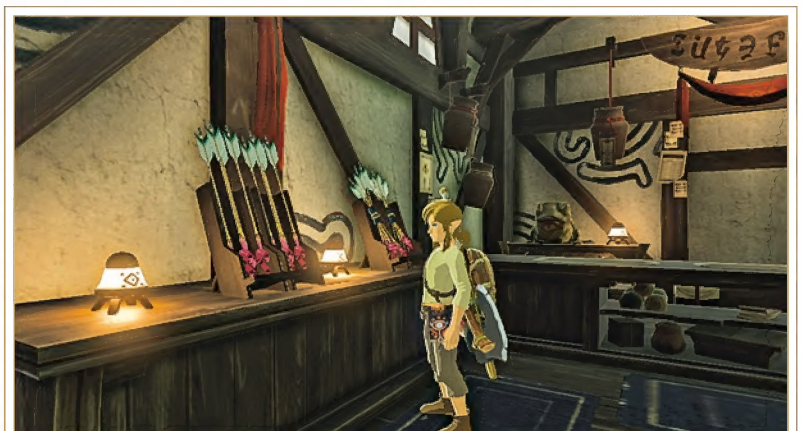
CAMPFIRES & COOKING POTS: You will frequently find campfires and cooking pots during your travels. These are a regular feature in villages, stables, and enemy outposts, but also appear in the wild. You can sit by campfires to pass the time, which is important if you would like to wait until dawn or dusk, or to sit out inclement weather. Cooking pots are campfires with the added functionality of enabling the preparation of various foodstuffs and the brewing of elixirs, which are important whenever you explore new regions or undertake quests. Note that you can light a fire yourself if required. This can be achieved in many ways, such as hitting a flint with a metallic weapon, or by using a fire arrow. Whenever you notice a plume of smoke in the distance, this indicates the likely presence of a character or point of interest near a corresponding campfire.

COLLECTIBLES: As you explore Hyrule you will regularly stumble across items, including assorted fruits and vegetables, insects, and pieces of equipment. Collectibles such as these can be easily spotted over short-to-medium distances as they intermittently emit a shining light. Whenever you see this glow, it means the item in question can be picked up by pressing A in close proximity – assuming you have an available slot in your inventory.

POINTS OF INTERACTIVITY: During your travels, you will happen upon dozens of different points of interactivity. These include characters you can speak to, treasure chests that you can open, devices you can activate, and objects that you can manipulate to solve puzzles. Interacting with certain characters (such as villagers) may initiate sidequests. Feel free to trigger as many of these as you can. There is no limit to how many quests you can have active at one time, and no obligation to complete them immediately. When you are ready to undertake a quest, select it from the list in the corresponding menu. Note that characters who have an important message for you can often be identified by the presence of a red exclamation mark next to their name.



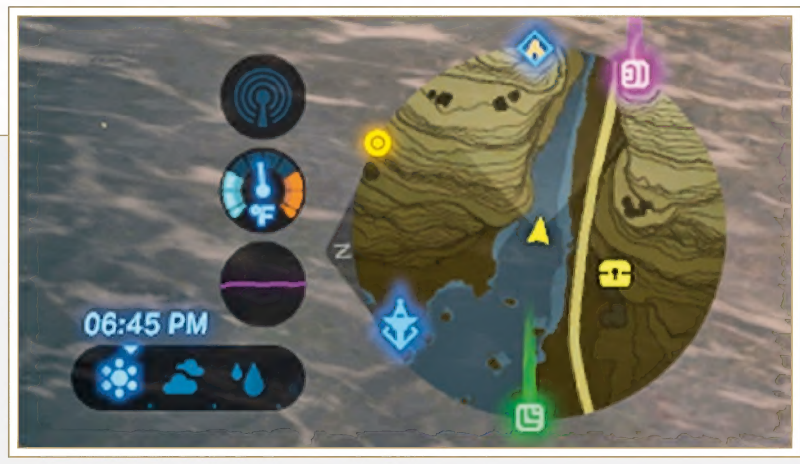
SHOPS: There are several types of shop in Hyrule, each offering unique varieties of goods or services. In *Breath of the Wild*, you do not shop via menus: instead, you should stand directly in front of a product you're interested in to buy it. **General stores** ( ) sell various sorts of goods, including cooking materials and arrows. **Armor shops** ( ) sell outfits that are unique from store to store. **Dye shops** ( ) enable you to customize the appearance of your clothes and armor sets. **Jewelries** ( ) sell head armor pieces called circlets. **Inns** ( ) offer an opportunity for Link to rest, regenerating hearts and providing further benefits if you opt for special services such as softer beds. In addition to traditional shops, you will regularly encounter wandering merchants who sell a few goods and who will be happy to buy your surplus inventory items.

MAPS & MARKERS

MAIN MAP: You can access the main map at any time by pressing − (and L/R if you need to change tabs). Link's position is represented by a triangular arrow that points in the direction that he is facing ( ). Once on the map screen, you can scroll with L, zoom in or out as required with R, and drop manual markers with A.

Each map region is initially obscured, with its borders clearly visible: to reveal it, you must activate the terminal at the top of the local tower. This will unlock a full topographical representation of the area. Borders between neighboring regions that have been revealed will disappear. Select any activated tower or shrine if you wish to fast travel to it: this will warp you to the corresponding destination after a brief loading break.

MINI-MAP: The mini-map shows a small portion of the main map that corresponds with your immediate surroundings. The "N" icon on the outer edge always points north (note that you can fix the mini-map to north regardless of which direction Link is facing via the options menu). All other icons that appear here are identical to those found on the main map. These disappear once out of the mini-map's boundaries – with the exception of your currently selected quest waypoint, which will remain visible at all times. It will appear either on the mini-map itself if you are close, or will otherwise rest on its outer rim to indicate its approximate location over longer distances.



HORSES

TAMING HORSES: After you leave the Great Plateau during the opening hours of the game, you will often encounter wild horses. If you manage to move close to one of these by carefully crouch-walking during an approach from behind, you can then press A to mount it. Depending on its temperament, the horse may try to throw you off, and will at least occasionally refuse to obey: in all such instances, soothe it with L: when the command is successful, pink particles will appear next to the animal's head, representing the fact that it is getting more inclined to comply. Once your bond with a mount reaches 100 (a value that you can check at stables), a horse will unfailingly respond to your instructions.

RIDING HORSES: While riding a horse, steer with L. To increase your speed, tap A until you reach the appropriate gait: from a walk, to a trot, to a canter, and from there to a full gallop. Riding at top speed will consume one unit of the horse's energy every time you exhort it to greater effort ( ). These segments will refill automatically after a few seconds, and horses with a high stamina stat will have more available. If you fully deplete its energy reserves, your horse will slow down drastically and be temporarily incapable of faster speeds, so be sure to take this into account whenever possible. To slow down, tilt L backwards. Note that you can fight while riding a horse, and strafe or move backwards by holding ZL.

REGISTERING HORSES: After you have tamed a horse, take it to a stable and register it by speaking to the manager (ZL + A). Once a horse is registered, it is officially yours and you can subsequently summon it from any stable. When registering or summoning one of your horses at a stable you can check its attributes, which are represented by stars; the more of these you see, the better the stat. As a rule, speed and stamina are the most important characteristics, as they determine the horse's primary function: faster navigation. If you notice that a freshly recruited horse has poor stats, consider releasing it back into the wild before beginning a new search for a better mount.

MAP & MINI-MAP LEGEND

ANNOTATION	MEANING	ANNOTATION	MEANING
	Link		Tech Lab
	Link's current horse		Stable
	Quest waypoint		Village
	Pin		Other landmark
	Stamp (Example)		Armor Shop*
	Tower		General Store*
	Shrine (located, but not yet unlocked)		Inn*
	Shrine (unlocked, but not yet completed)		Dye Shop*
	Shrine (completed)		Jewelry*

* Shop icons only appear on the in-game map at the maximum zoom level.

MAP MARKERS: While observing the environment through your scope, you can manually drop "**pins**" with A. This feature is very helpful when employed on high vantage points such as towers or mountain peaks: from here, you can survey the entire region through your scope and drop pins on any shrine or potential place of interest that you identify. You can also drop pins directly on the map, though you are limited to a maximum of five at a time. Pins remain visible on your mini-map at all times, making them very welcome navigational tools.

By contrast, "**stamps**" can only be dropped and consulted on the main map. They are primarily meant to be used as references or reminders. The fact that they do not appear on the mini-map limits their effectiveness in terms of navigational support.

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Combat

Fighting adversaries can be one of the most demanding challenges in *Breath of the Wild*. While early encounters may seem trivial, you will soon face opponents who can deplete most, if not all, of your hearts with a single bone-crunching blow. It is important to understand that combat in *Breath of the Wild* is highly strategic. Despite the game's focus on action, you cannot simply rush to engage assailants (or, worse, groups of hostiles) without running a high risk of failure. Instead, you must carefully consider your approach to each skirmish in advance, and prioritize defensive and counterattacking techniques once Link is engaged in a melee.

COMBAT INITIATIVE

STEALTH: By default, enemies are not automatically aware of your presence. As long as this is the case, you can observe them and plan your actions accordingly. To stay incognito, you must remain both silent (keeping soundwaves on your noise indicator to a minimum) and out of sight. To avoid making any noise, walk by tilting Ⓛ gently or, even better, crouch-walk by pressing Ⓛ. Where possible, use the environment: crouching in tall grass, for example, enables you to move fairly close to monsters without being detected. If there is a way to incapacitate or weaken opponents prior to an open brawl, always consider such opportunities before you draw your sword and charge. Naturally, eventualities where you can quietly eliminate individual adversaries without alerting their cohorts are always worthwhile.

ENEMY DETECTION: When not in combat mode, enemies will follow a general routine. Sentries on lookout towers, for example, will survey the environment; guards on patrol will focus their vigilance on their specific routes. If an enemy should hear or spot you from a distance, a question mark will appear above their head. Should you persist with noisy activities or impertinent displays of brazen visibility, the question mark will gradually fill with red. Once full, a yellow exclamation mark will appear, signifying that you have been detected. At this stage, all nearby forces will enter combat mode and start tracking you down. The moment you notice a question mark, crouch if you were noisy, or hide behind a solid surface if you were within a foe's field of vision. If you hide successfully, your enemies will soon lose interest and return to their routine. Whenever you are detected, pay attention to the tone and tempo of the background music. Should you choose a hiding spot that limits your ability to survey the area, a return to the ambient soundtrack will be your cue to – carefully! – emerge from your refuge and resume your infiltration.

SNEAKSTRIKE: Whenever you manage to stand right behind an enemy (generally by crouch-walking into position with Ⓛ), you can unleash a powerful blow known as a sneakstrike: press Ⓐ when the corresponding prompt appears on-screen. This deals massive damage that will often take down the target instantly, or at least weaken it severely. If you raid an outpost at night when all guards are sleeping, you can actually use this method to patiently clear the camp without ever engaging more than a single foe.

BOW OPENINGS: You can turn certain battles to your advantage through creative use of your bow. Fire arrows (or standard arrows that you set ablaze by bringing them into contact with fire) will cause explosive barrels to detonate. Alternatively, arrow shots can be used to sever ropes, perhaps causing a lantern to fall to the floor and causing nearby explosive barrels to detonate. Arrows can also be used to strike a solid surface close to enemies. These distractions offer a window of opportunity to approach opponents from behind and take them down with a sneakstrike.

DEFENSE

The ability to avoid injuries with astute use of defensive abilities is a critical skill. Enemies tend to inflict massive damage when their blows land, so instances where you can safely engage opponents with unfettered aggression are uncommon. Key defensive techniques act as a gateway to the best attacking opportunities, as evasive maneuvers and parries set up prime opportunities to quickly defeat your foes in open conflict. We strongly suggest that you take the time to practice all of the commands described here with comparatively weak early-game creatures to acquire a working familiarity of each technique. These training exercises will be of huge benefit during later encounters, where timing windows are tighter and enemies may possess intimidating strength.

BLOCKING: You can block enemy assaults by holding ZL while equipped with a shield. As long as you keep holding the button, all but the most powerful attacks will be deflected. Each hit will remove a portion of a shield's limited durability. The game will warn you when a piece is about to break, and its icon will flash in red in the inventory. Once durability is fully depleted, the shield will shatter and you must equip another. Hold ✚ and make your selection with R if you have one stowed away for immediate use.

STRAFING & DODGING: Another very effective way to avoid incoming enemy attacks is to dodge them. To do so, hold ZL, which will enable you to strafe. While in this stance, jump either laterally to perform a side hop, or backward to perform a backflip. These moves will are useful not only to evade assaults, but also to rapidly move Link to a more advantageous position. If you are unsure of the timing or range of an imminent enemy assault, preemptive dodging is often the safest way to avoid injury. If executed a fraction of a second before an enemy attack connects (a feat called a "perfect dodge"), these moves trigger a slow-motion interval known as "flurry rush," where you can deal multiple counterattacks with total impunity – see overleaf for details.

SPRINTING: If you feel unprepared to defend against an incoming attack, elementary sprinting is often an effective solution. This is a reliable method to evade fast ranged attacks such as laser beams, or to move out of harm's way with area-of-effect assaults employed by large enemies (and, ideally, get into position to flank them and inflict damage). Turning tail and fleeing is also, naturally, the best recourse if you feel that you cannot win the current battle, or simply do not wish to engage an irrelevant group of adversaries.

PERFECT GUARD: Perfect-guarding is the act of proactively deflecting an incoming blow. This is achieved by holding your shield aloft with ZL and pressing A precisely as the enemy attack is about to hit you. Both a defensive and offensive command, perfect-guarding is the only way to block certain powerful assaults without taking damage. It becomes gradually more important as you make progress in the adventure, giving you opportunities to follow up with deadly counters or even to deflect laser beams back to their sender.

CROWD MANAGEMENT: Your ability to defend is determined by your capacity not only to dodge, block, and perfect-guard, but also to keep track of all enemies. You will often face large groups of foes where attacks, including fast-moving projectiles, can potentially arrive from any direction. Make good use of R to monitor opponents in the surrounding vicinity, making a mental note of which opponents are weakened or could pose a grave threat. Whenever you face several assailants at once, it usually pays to keep moving and to use any environmental obstruction to your advantage, avoiding scenarios where you are completely surrounded or trapped in a corner. It is also, where possible, prudent to focus on eliminating foes one at a time. If you injure the combatants of a surrounding mob in a scattershot fashion, you will not reduce their combined damage-dealing potential – thus running the risk of protracted and unnecessarily dangerous fights.

RESTORING HEARTS: When Link has only one heart left, he will be highlighted by a flashing red hue to indicate that he is on the brink of collapse. The most practical way to restore his health is to consume food with healing properties: this can be achieved from the inventory menu at any time. All items in this category are clearly marked with a heart symbol. As a rule, raw ingredients offer limited health benefits, but this can be improved by cooking them in advance. Collecting small fairies during your travels will provide the boon of automatically restoring five hearts when Link is poised to keel over and stay down, forestalling a visit to the Game Over screen. During exploration, bathing in hot springs will gradually refill the entire gauge, while completing shrines and securing new heart containers will instantly regenerate all hearts.

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OFFENSE

Defeating enemies is often a highly tactical process in *Breath of the Wild*, and mashing buttons will only get you so far. Trying to perform guileless extended combos will generally fail miserably: instead, you must make your attacks count. The best results will only be achieved by setting up counter opportunities, then unleashing brief but lethal assaults with your most powerful weapons.

LOCK ON/FOCUS: You can lock on to a target that you are currently facing by holding ZL. Locking on enables you to keep track of, and focus all your efforts on, one foe at a time. This will negate the need for constant directional adjustments and will simplify the process of thinning enemy numbers whenever you fight groups. A locked-on target will be clearly marked by a red downward arrow hovering overhead.

MELEE ATTACKS & COMBOS: Standard attacks are performed by pressing Y. Each button press leads to a unique attack, though you can also tap in rapid succession to perform combos. Mindlessly pressing the attack button will only enable you to defeat the weakest of enemies. It is vital that you pick up more advanced techniques early in the adventure to stand a chance against stronger foes.

CHARGED ATTACKS: Hold Y to initiate a charged attack. The blow will be unleashed when you release the button. The process of powering up will empty your stamina gauge at a rapid pace: once it is fully depleted, the attack will be triggered even if you continue to hold. You can cancel the charge process by pressing B to regain control of Link or to preserve a weapon's durability. The nature of a charged attack will depend on the weapon you wield. With one-handed weapons you perform a swirling, 360° blow that will hit all targets surrounding Link. With two-handed weapons, Link will start spinning, hitting nearby targets multiple times, and unleash a final blow that will strike the ground: this will cause a shockwave that can hit multiple enemies, also reducing the weapon's durability.

JUMP SLASH: If you press the attack button while airborne and sufficiently high above the ground, Link will dive down and slam the ground, causing a shockwave with an intensity proportionate to the total distance of the descent. A target directly within range of Link's strike will be hit by the attack itself, and then a second time by the shockwave. Though rarely feasible (or, for that matter, practical) during open conflict, this can be a powerful way to initiate a battle – you can even do so while gliding above enemy positions.

FLURRY RUSH: If you initiate a dodge (hold ZL and jump either sideways or backward) a fraction of a second before an incoming blow strikes Link, you will trigger a flurry rush. This is essentially a slow-motion time window during which you can unleash multiple attacks in a row with impunity. Mastering the timing of this move is absolutely essential: it is pivotal to your success in many of the more difficult battles, particularly tough bosses. Even if you struggle initially, be patient and persevere: practicing against weak foes will teach you the basic principles, which you can then adjust in accordance with the attack patterns of different opponents. By the time you leave the Great Plateau, you should aim to feel totally comfortable with this staple ability.

PERFECT GUARD: Much like the flurry rush, perfect guarding (press A while holding your shield aloft with ZL) is a critical move that you should quickly incorporate into your repertoire. It will enable you to deflect an incoming melee attack and, more importantly, to temporarily stagger your target. You can then follow up with a full combo, dealing massive damage. This is an indispensable technique against powerful bosses and sub-bosses. It is also employed to block and redirect laser beams emitted by Guardians. The timing window to successfully perform a perfect guard is tight, but it's definitely worthwhile to train as much as you can. Once you become accomplished in the use of this indispensable ability, some otherwise astonishingly hard battles can become almost routine by comparison.

BOW ATTACKS: To shoot an arrow, hold ZR, aim, and then release. When attempting to hit distant targets, take the effect of gravity into account: aim above your target to compensate for the rise and fall of the arrow's trajectory. The more distant the target, the higher you need to aim. As you might expect, headshots will deal increased (critical) damage. To revert to your shield or melee weapon after firing an arrow, press R. If you use your bow while airborne (whether jumping from a cliff or gliding over an updraft), a slow-motion effect will be activated, enabling you to align your shot with greater precision. This will deplete your stamina very rapidly, though, so be quick to make the opportunity count. Where relevant, you should ensure that you save enough stamina to use the paraglider to break your fall before you hit the ground.

THROWING WEAPONS: You can throw any melee weapon by holding and then releasing R. Thrown weapons inflict critical damage on any target they strike, making this a potentially devastating form of attack. Boomerangs are particularly noteworthy in this respect: after you throw them via the method described here, you can catch them on their return flight with A. As long as you astutely pick targets in the open, and ensure that there is a low risk of the boomerang hitting a solid obstacle during flight, they offer the luxury of enhanced, repeatable long-range damage.

DAMAGE CALCULATION & WEAPON CATEGORIES: By default, your attacks will deplete the target's HP (health points) by an amount that corresponds to your weapon's power value. A sword with a power of 10, therefore, will remove 10 HP from the victim's health bar. A piece of armor that you will obtain later in the adventure reveals the exact health point total for each opponent you fight. As a rule, one-handed weapons do not offer noteworthy raw power, but instead provide alternative benefits. Notably, they enable you to wield your shield simultaneously, making it easy to switch to a defensive stance on the fly; their increased attack rate is also significant. Conversely, two-handed weapons are slower and incompatible with shield usage (you must sheathe your blade with B before you can block), but they are unparalleled in terms of brute force, range, and the sheer destructive potential of their devastating charged attacks.

SWITCHING WEAPONS & SHORTCUTS: You have access to two sets of combat gear during battle – your weapons and shields with R, and your bow and arrows with ZR. You can switch between these two "modes" at any time. To change your equipment without opening the menu, hold ✚ in the relevant direction (left for your shields or arrows, right for your melee weapons or bows).

BATTLE REWARDS

ITEM DROPS AND OUTPOST CHESTS: Every enemy that you defeat will yield at least one item, and sometimes more. Generally speaking, the stronger the adversary, the more valuable the rewards will be. Monster parts can be cooked with insects and other small animals to create powerful elixirs. Armed foes will also drop their current equipment when they collapse. If you notice that a hostile is carrying a noteworthy sword, for example, it will probably be worth your while to pick a fight. In addition to enemy-specific loot, most enemy outposts feature at least one treasure chest, in which you will often find a gemstone or piece of gear. Chests that emit a purple glow can only be opened once you have defeated all local troops; when the final associated enemy falls, the light will turn yellow.

ENEMY EVOLUTION & RESPAWNS: It's not immediately apparent, but there are consequences for defeating enemies. As you take down more and more foes, you will trigger the appearance of upgraded versions of the same archetypes. These can be identified by their colors, which are, in increasing order of difficulty: red, blue, black, white, silver. So: while killing adversaries will lead to immediate rewards, it will also gradually trigger the appearance of harder opponents.

Every full moon triggers the Blood Moon phenomenon, causing all defeated antagonists to respawn. This means that no matter how hard you try, you cannot rid the world of monsters: those that you kill will eventually be revived.

Resources

There are many different types of resources in *Breath of the Wild*, most of which serve to make Link more powerful or adaptable by gradual increments – and even those that don't can be sold, funding useful or important purchases.

COMBAT ITEMS: Link can only expand his arsenal in the wild – weapons, bows, and shields are not available in shops. The primary method of acquisition is by appropriating them from defeated enemies, though you can also find equipment lying on the ground in many outposts. More valuable combat items can be obtained from high-value treasure chests, usually found in areas such as shrines, mazes, or forgotten ruins. All weapons, bows, and shields have limited durability. They will be damaged after a certain number of uses (at which point their icon will start flashing red), and ultimately break. Some items enjoy above-average durability, which is indicated by the icon next to their image. There are other such bonuses, for example increasing a weapon's strength or critical rate. When you are about to pick up a weapon, you can tell if its attack value is higher (), lower (), or equal () to your current one. However it's only by actually collecting it that you will find out about any special boon it might offer.

ARROWS: Arrows can be dropped by defeated enemies, particularly archers; you can also retrieve those that miss their target from your surroundings before you move on after a fight. They can also be found in treasure chests, or purchased from certain merchants and general stores. Arrows have countless applications: silently eliminating sentries, detonating explosives, cutting ropes, activating switches from range and – of course – dispatching opponents from a safe distance. It therefore makes sense to maintain a large stock of these projectiles at all times. Whenever you have an opportunity to purchase some, particularly in bundles, be sure to do so: the nominal rupee investment is well worth it. Elemental arrows are even more valuable than their standard counterparts. Their magical properties make them deadly in battle – for instance, enemies frozen by ice arrows will take higher damage, and most foes will be stunned by shock arrows. They also have a wide variety of applications when you need to solve puzzles or interact with your environment: fire arrows can light lanterns, bomb arrows can shatter destructible rocks, and so forth.

ARMOR: Link's armor determines how well he resists damage. This is represented by the numerical defense value of a garment (). The higher Link's armor-induced defense stat is, the less damage he will take from enemy attacks. Armor is primarily available in armor shops found throughout Hyrule. Certain valuable pieces can also be secured in treasure chests hidden in specific shrines. Many outfits provide bonus effects in addition to their defense attribute, such as resistance to an element or increased climbing speed, making them even more precious.

PLANTS: Many varieties of fruit, vegetables, and flowers are found in the wild, and they are all ripe for harvest. When these collectibles are out of reach, think creatively: *Breath of the Wild* allows for multiple solutions and rewards experimentation. To pick apples growing on high branches, for example, you could climb to the top of the tree, and then hit the trunk with a weapon to make the fruit drop. Alternatively, you could cut the tree with an axe, and then strike it again to obtain a bundle of wood. Or, you might simply hit an apple with an arrow and retrieve it from where it lands; the list goes on…

SMALL ANIMALS: You'll encounter numerous insects and lizards during your travels. To catch them, you must be in close proximity, which is most easily achieved by approaching quietly by crouch-walking (). As long as you remain in this stance, you will be virtually invisible to them. Sprinting to outpace them is also an option. You do not need to attack these creatures: simply press A to collect them, as you would a plant.

LARGE ANIMALS: Hunting larger animals requires you to defeat them. They are generally weak and non-hostile. An arrow is sufficient for the smaller specimens, such as foxes and birds, though the more resilient creatures may require a little more effort. To sneak up on an animal, crouch-walk until you are behind them. Hunting animals will provide you with pieces of meat that offer strong healing properties, especially when cooked in advance.

FISH: You can catch fish, though they are elusive targets. Either dash to outpace them in the water, or hit them if they are within range. A bomb can be a crude but effective way to prepare them for easy collection. As with meat obtained from animals, fish is used to regenerate Link's hearts.

MONSTER PARTS: These are the most common materials dropped by monsters when you defeat them. Of little value by themselves, they can be combined with lizards and insects in cooking recipes to create elixirs with potent effects.

RUPEES: Rupees are the primary currency in the Legend of Zelda universe. You need rupees in order to buy wares from a merchant. The color of a rupee collectible determines its value: green is worth one rupee, blue is worth five, red is worth 20, purple is worth 50, silver is worth 100, and gold is worth 300. Rupees can occasionally be obtained as collectibles, either when dropped by certain enemies or found inside treasure chests. The primary method of accumulating significant funds, though, is to sell items that you do not need to shopkeepers.

FAIRIES: Fairies are rare and precious creatures. They can be encountered in select locations, most commonly around Great Fairy Fountains. You will occasionally trigger the appearance of a fairy by cutting tall grass; a charged one-handed sword attack works well for this purpose. To catch one, proceed exactly as with insects: crouch-walk until you are within range to collect them, or sprint to outpace them. Once in your inventory, a fairy will automatically restore five of your hearts should your health be completely depleted. Their ability to bring Link back from the brink of death makes them extraordinarily valuable during the more challenging chapters of the adventure, but they can also be used as a cooking ingredient.

KOROK SEEDS: Korok seeds are special items that you obtain every time you find a Korok. These creatures are hidden everywhere in Hyrule, typically in positions that will attract your attention – for example, under a rock with a distinct placement that catches the eye at the top of a mountain peak. Essentially, whenever you notice something unusual in the environment, such as rocks aligned in a specific pattern, or water lilies forming a circle, you can be almost certain that a Korok awaits. In the two prior examples, you might solve the puzzles by adding a rock missing in the pattern, or by jumping from a nearby cliff to land inside the water lily circle. If you intuit and perform the correct action, the seed will be yours. There are many different configurations, and it is up to you to make sense of each of these puzzles. Taking the time to do so will pay off: a few hours into the adventure, you will encounter a character who will exchange your Korok seeds for additional equipment slots in your inventory.

GEMSTONES: The items with the best resale value tend to be gemstones such as amber and topaz. These can be farmed by destroying the ore deposits that jut out from cliffs and mountains. This can be achieved easily with heavy weapons such as sledgehammers, or with bombs. If you diligently collect all the gems that you find you'll never be short of a rupee or two when you need to make important purchases.

Cooking

Cooking is an essential feature of the adventure. Not only can cooked dishes offer powerful healing properties, they also provide additional effects with all sorts of applications.

COOKING POTS: The first component you'll need for cooking is a pot. These are found in many locations across Hyrule, but particularly in villages, outposts, and camps discovered in the wilderness. They cannot be moved or collected, so you must make use of them wherever you find them. Whenever you pass them, take the time to double-check your inventory to ensure that you have sufficient meals and elixirs to see you through to the end of your next objective; if not, a brief stop will enable you to resupply – assuming that you have the required materials in your inventory, of course (see page 296 for more details).

MAKING FIRE: A cooking pot can only be used if the fire beneath it is lit. If not, there are a number of ways to make fire: hitting a flint with a metallic weapon inches away from the wood; shooting a fire arrow; transferring fire from another source (such as a nearby lantern) with a wooden object; or dropping and striking red Chuchu jelly (an item obtained from enemies called fire Chuchus) to cause a small explosion.

THE COOKING PROCESS: Assuming you have a cooking pot at the ready, select a material from your inventory, then choose the Hold option to transfer it to Link's hands. You can then add more of the same (Ⓐ), or throw other materials into the mix. Once you are ready to proceed, press Ⓑ to return to the game, then Ⓐ to drop the ingredients in the pot. After a brief animation (which you can skip with Ⓧ), you can collect your new creation.

COMBINATIONS: There are many possible combinations of materials that will produce dozens of dishes and elixirs, each with unique properties. Many of these have healing powers, but they can also provide all sorts of special effects such as temporarily increasing stamina, improving your defense rating, or providing a brief resistance to extreme temperatures. For a complete presentation of this system, turn to our Inventory chapter on page 296. You should note, though, that you do not need an actual "recipe": items can be combined freely. Haphazard combinations can lead to unfortunate results, but the in-game descriptions of materials usually offer helpful suggestions and hints.

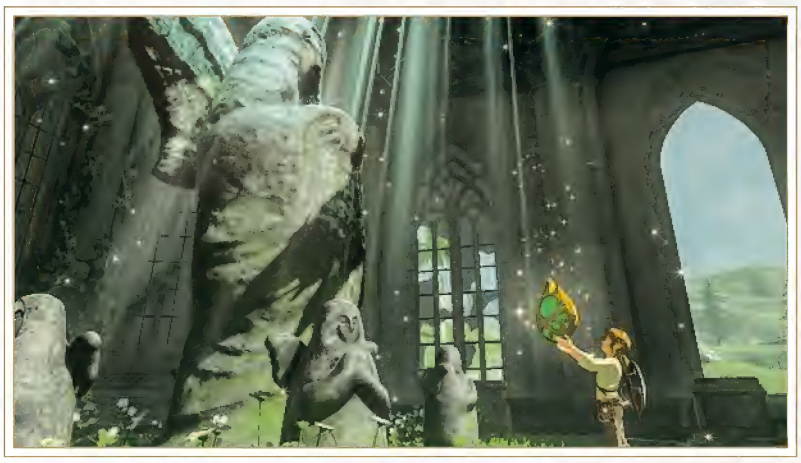
Character Progression

As you advance through the main storyline, Link will become stronger and more resilient in many ways. Understanding and optimizing his progression is critical if you wish to stay ahead of the game's difficulty curve.

EQUIPMENT: The most obvious way to improve Link's performance is by acquiring or upgrading equipment. As you advance in the storyline and explore the four corners of Hyrule you will gradually obtain more valuable gear, including powerful weapons, elemental arrows, and resilient armor. These acquisitions should be a priority whenever you have a chance to collect them.

ARMOR UPGRADES: Great Fairy Fountains are hidden in specific locations over Hyrule. Every time you find one, the great fairy it hosts will offer (after you pay an initial fee) to upgrade your existing armor, increasing its stats in exchange for materials. These improvements will substantially enhance Link's defense rating.

HEART CONTAINERS: You can obtain heart containers in two ways: by trading in four spirit orbs obtained in shrines to goddess statues found in villages, or by completing dungeons. Every container collected adds a permanent heart to Link's health bar.



STAMINA VESSELS: The only way to extend your stamina wheel is by trading in four spirit orbs with goddess statues found in villages. Each vessel adds a segment corresponding to a fifth of a full wheel. Securing many of these will eventually lead to a gauge made of multiple concentric circles. Such extensions are extremely valuable, enabling you to climb higher, glide further, and swim for longer.

EQUIPMENT SLOTS: Koroks are hidden in many places all over Hyrule. Whenever you find one of them, you will be rewarded with a Korok seed. Acquire as many of these as you can: by delivering them to a character called Hestu, you will have a chance to increase the size of your inventory. Having more slots to carry weapons, bows, and shields is always an important upgrade, and enables you to eventually be more strategic in your choice of equipment – such as having a full collection of elemental blades at the ready.

ENEMY PROGRESSION: Just like Link, enemies will become progressively stronger and more dangerous as you venture into the deeper and more hazardous areas of Hyrule. You can, however, slow down the general advancement of rank-and-file opponents by trying to avoid unnecessary confrontations. As higher-level variations of each species (distinguished by their different colors) only appear if you eliminate many of their peers, keeping optional confrontations to a minimum will delay the point in time when your foes "level up".

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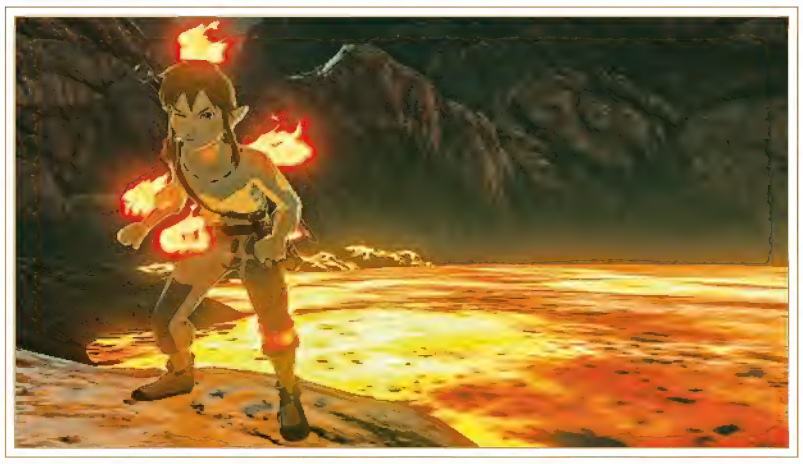
Weather & Elements

Weather conditions play a significant role in *Breath of the Wild's* sandbox, sometimes having a direct impact on what you might hope to accomplish at any given moment. It is therefore vital that you learn to identify what you can and cannot do under different meteorological circumstances. Elements and forces such as fire, wind, and electricity have a vital part to play in everything from combat to puzzles. In this section, we highlight the key principles that will help you make sense of the fundamental physical "laws" of the game world.

RAIN: Precipitation is probably the weather condition that you will encounter first – and certainly most often. Other than the fact that it somewhat limits general visibility, rain has one very annoying effect: it makes cliffs and walls slippery, preventing you from climbing efficiently. If you only have a short distance to scale, you can sometimes make it by taking a few steps up, then leaping vertically. In many cases, however, the fact that Link is prone to sliding makes climbing impractical during wet weather. In such circumstances, look for another way up, or simply wait for the shower to pass.

THUNDERSTORMS: During thunderstorms, the rain-induced impediments to climbing apply. More pressingly, though, lightning bolts can strike anywhere around you, or even directly on Link. Look for the cues that foreshadow this, particularly sparks that appear on his body at an incrementally faster rate. To reduce the probability that you will be struck by lightning, remove all equipment made of metal from your current loadout. If you fear that Link is at risk of an imminent strike, look for some sort of covered shelter, such as a cave or cliff overhang. Once the bolt has struck nearby, you will be free to proceed - until the next one!

LOW TEMPERATURES: Various locales in Hyrule have low temperatures, as indicated by the thermometer display on your screen. This applies to most snowy areas, the tallest mountain peaks, and regions at high altitudes, but also the Gerudo desert at night. By default, cold will cause Link to tremble. If you do not take any measures, he will begin to lose hearts gradually. To counter this, you have two options: either equip armor pieces with cold resistance (), or consume special cooked food or an elixir that will temporarily convey the same effect. Cold resistance effects are cumulative, so two appropriate armor pieces equipped simultaneously will grant a Level 2 resistance (), which is sometimes required to resist bitter cold.



HIGH TEMPERATURES: Hyrule also hosts regions where temperatures are so hot that they can prove harmful to Link. Just as with cold, you can negate the threat by equipping appropriate armor and consuming specific cooked dishes or elixirs. There are two distinct effects to be wary of, though, depending on the nature of the danger (sun-induced or lava-induced). You need heat resistance () during the day in the desert, whereas it's the flame guard effect () that will protect you near the volcano. Suffering the effects of heat gradually reduces your hearts, but being exposed to the volcano's flames is much more dangerous – and will cause Link's health to melt away in mere seconds.

FIRE: Fire is the element that you will likely encounter first – often found in camps, under cooking pots, or in lanterns. You can set wooden weapons ablaze, including arrows. This can be useful to cause additional damage to enemies, to solve puzzles, or to interact with the environment, though the item in question will eventually be consumed by the flames. Among many other possible applications, fire can burn dry grass, leaves, ivy, and bramble; create updrafts; cause explosive barrels to detonate; melt ice blocks; burn out-of-reach wooden platforms where a treasure chest rests; and so forth.

FROZEN INGREDIENTS: If you drop certain ingredients, such as pieces of meat, in the snow, they will freeze after a few seconds. Frozen food has one interesting application: it provides Link with heat resistance, which can make your life easier in the Gerudo Desert until you acquire armor that offers permanent protection against high temperatures.

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ELECTRICITY & CONDUCTORS: Electricity has two principal applications in the game. It can be used to shock enemies, which is particularly useful against ancient Guardians commonly encountered in shrines and dungeons, and it can electrify pools of water, momentarily stunning any entity that comes in contact with it. These are features that you can exploit, but be aware that certain enemies will employ similar techniques against Link. If you are hit by any form of electricity-conducting attack, or touch an opponent whose body is crackling with sparks, Link will not only be staggered, but will also drop his currently held weapon and shield.

WIND GUSTS & UPDRAFTS: You will often visit areas where the wind blows heavily. As a rule, if you can see thin white streams representing gust effects on your screen, it means that the wind is strong enough to send round items (such as bombs) rolling. You can actually use this to your advantage in specific situations, particularly to solve related puzzles. The wind will also affect Link while he is gliding, enabling him to cover surprisingly long distances when he has the wind behind him. Note that vertical, upward wind streams are called updrafts. If you open your paraglider while above an updraft, Link will fly high into the air. On a related note, if you ever find a Korok leaf, hang on to it. Every time you "attack" with this weapon, you will create a small but powerful burst of wind in the direction that Link is facing. This can be employed to propel a raft with a sail in the direction of your choice.

MAKESHIFT BRIDGES: When trees grow near cliffs or rivers, it is sometimes possible to chop them down to bridge a body of water or chasm. Be sure that you are facing the necessary direction, then set about them with an axe (or any suitable two-handed weapon). Tree trunks can also be used as floating platforms, enabling you to cross or navigate a river filled with ice-cold water that would otherwise harm Link.

ELEMENTAL ARROWS: You should find your first elemental arrows relatively early in the adventure. These work just like standard arrows, but provide the benefits of the element they are infused with. Fire arrows set what they touch ablaze, ice arrows freeze their targets (leaving them ripe for a finishing blow while they are incapacitated), and shock arrows electrocute enemies or activate certain mechanical devices.

ELEMENTAL WEAPONS: Much like arrows, there are also elemental weapons. These are very precious as they can be used to solve puzzles and to deal extra damage to enemies, especially those with an affinity for the opposite element. Striking an icy creature with a flameblade, for example, will often kill it instantly. Most elemental weapons need to recharge after each blow. This process takes no more than a few seconds and is clearly visible on your screen; when the weapon is ready, its blade will again shine with the characteristic color of its element.

CHUCHUS: Whenever you defeat Chuchus, they drop jelly of the element they are naturally imbued with. You can pick up jelly and drop it in specific positions before hitting it to cause a small explosion of the element in question. Red Chuchu jelly, for example, can light a fire under a cooking pot; the same principle applies to all variants. If you drop "neutral" blue Chuchu jelly in a particular environment, such as a snowfield, it will transform into the corresponding variant (in this instance, ice-elemental white Chuchu jelly).

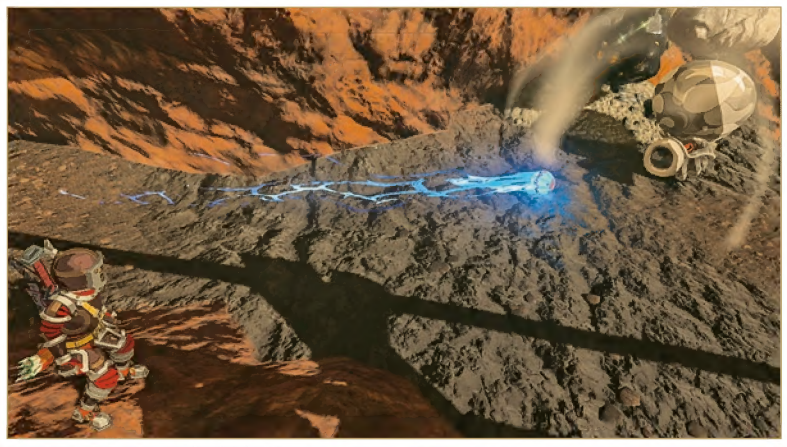
RUNES

Runes are special commands with unique properties that become available in the opening sections of the game. You can change runes on the fly by holding ✚: once the corresponding menu is displayed, make your selection with Ⓡ. To use a rune, enter rune mode with L, then aim as required with Ⓛ and activate it with Ⓐ. Pressing L again will revert you to standard controls.

Runes are a pivotal feature in *Breath of the Wild*. Their primary function is to help you solve puzzles, but they have myriad other applications. They can be used to interact with the environment in unique ways, and can facilitate new strategies to defeat enemies. If you ever feel stuck in a shrine, a dungeon, or a particular environment, a quick study of your available runes may present the solution you are seeking.

REMOTE BOMB

PUZZLE APPLICATIONS: Remote bombs exist in round and cube versions: the round models will roll down hills and be propelled by gusts of wind, whereas cubic bombs tend to stay where you leave them. You can have one bomb of each type active simultaneously, enabling you to cause two consecutive explosions. The primary function of the remote bomb is to annihilate destructible objects. As a rule, you can easily recognize these objects by their gray, stone-like color, and the presence of telltale cracks. Once Link is holding a bomb above his head, press Ⓐ to drop it at his feet, or R to throw it a few feet in front of him (press Ⓑ if you have second thoughts and wish to put the explosive away). You can then trigger the detonation with L, though be careful to ensure that Link isn't caught in the blast. After you detonate a bomb, a cooldown begins: you can only summon a new bomb once this expires.



COMBAT APPLICATIONS: Bombs are powerful enough to defeat weaker enemies that you encounter in the early game. They also work very well against creatures that inhale before performing an attack, such as Octoroks. Wait until your quarry has ingested the explosive, then detonate it to cause massive damage.

EXPLORATION APPLICATIONS: Many caves and even certain shrines are blocked by destructible rocks. Use bombs liberally in all such instances to open the way forward. Bombs are also a great tool to blow up objects such as wooden crates (which often contain materials) and ore deposits that jut out from cliffs (which yield valuable gems). Bombs are also sometimes a handy way to "catch" fast-moving fish.

MAGNESIS

PUZZLE APPLICATIONS: Magnesis confers Link with the power to lift metal objects and move them (control basic motion with Ⓡ, and distance with ✚). Whenever you notice a metal slab or cube, this is often a cue that Magnesis will do the trick. Such objects are clearly highlighted in magenta while Magnesis is active; if they are within range, they will turn yellow when you aim at them. These objects can be used to create bridges across gaps, to stop wind streams, to arrange stepping stones, or to reveal new passages.

COMBAT APPLICATIONS: Magnesis can be used creatively in battle, most commonly to drop metal objects on enemies. You can push monsters back or propel them over ledges with this power. There are also boss and sub-boss battles where you will need to lift objects to protect yourself or to harm your opponent.

EXPLORATION APPLICATIONS: You will occasionally find metal slabs or cubes in the wild. These are generally located in useful positions, such as next to a river (enabling you to create a bridge). When you encounter metal treasure chests that are partially buried in the ground, you can use the rune to lift them up in order to plunder their contents.

STASIS

PUZZLE APPLICATIONS: Stasis grants you the ability to briefly stop time for an object; you might use it to temporarily freeze certain moving platforms to create a viable path, for example. This power has a second crucial application in that an object subject to Stasis will store energy acquired while it is immobilized, and release it afterwards. If you hit a boulder in Stasis with a sledgehammer multiple times, for instance, you will see a vector arrow appear. This illustrates the direction in which it will be propelled once the effect ends; the size and color of the arrow indicate how far it will go. This process is regularly required to remove heavy objects in your way, or to send them in the direction of another device. Each use of Stasis is followed by a brief cooldown period during which the ability is unavailable. You can reduce this cooldown by ending a Stasis prematurely: press Ⓐ while looking at the affected object.

COMBAT APPLICATIONS: Though not easy to engineer, you can sometimes use Stasis to propel a heavy object in the direction of enemies, which can kill them instantly. A more practical application becomes available once you upgrade this rune to Stasis+. At this juncture you can stop your adversaries in their tracks, literally freezing them in time, and pummel them with devastating combos.

CRYONIS

PUZZLE APPLICATIONS: With Cryonis you can summon a block of ice on flat water surfaces, creating makeshift stepping stones. These blocks are climbable, so it's possible to clamber on top even if you fall in the water. They can even be materialized on vertical streams, which you can exploit to form stairs. You can only summon three blocks of ice at a time; when you generate a fourth, the first in the series will be destroyed. You can also dismiss an existing block by pressing Ⓐ while looking at it. Note that Cryonis has another important use: you can summon a block of ice from underneath an object or entity to lift it up. This works on Link himself, but the most useful application of this feature is that it makes it possible to raise certain gates.

EXPLORATION APPLICATIONS: Whenever you encounter a river or pool of water in the wild, you can create blocks of ice to travel to the opposite site. If swimming is not an option (when the water is too cold, or the current too strong), Cryonis can get you where you want to be.

CAMERA

Unlocked at a later stage in the adventure, the camera is probably the most straightforward rune. Its principal application is that it enables you to fill your album with pictures (access the corresponding menu with ⊖ and R). Whenever a creature or object that you have not yet captured is on the camera's screen, it will appear in orange: take a picture to fill the corresponding entry in your compendium. The camera can also have an occasional use while you solve complex puzzles: when you need to memorize specific layouts or patterns for future reference, a picture can be a handy replacement for physical notes.

RUNE UPGRADES

A few hours into the story, you will visit your first tech lab. After completing specific steps, this will give you the opportunity to upgrade your runes. Upgrades improve their base effects (for example, increasing the explosion range and power of your bombs), making them very valuable.

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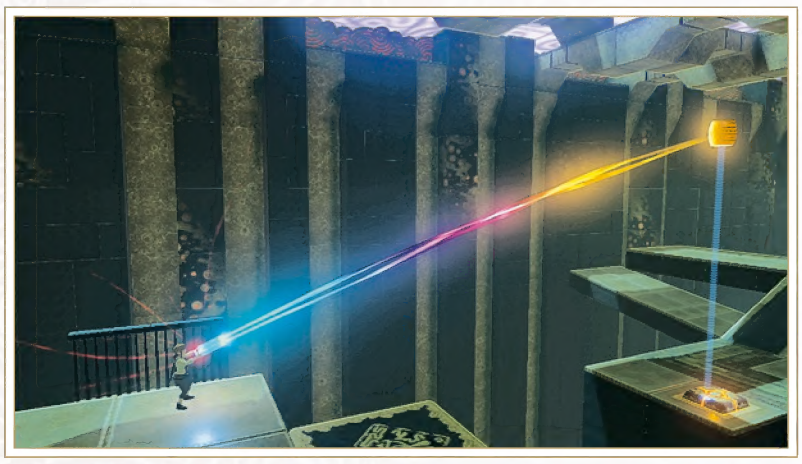
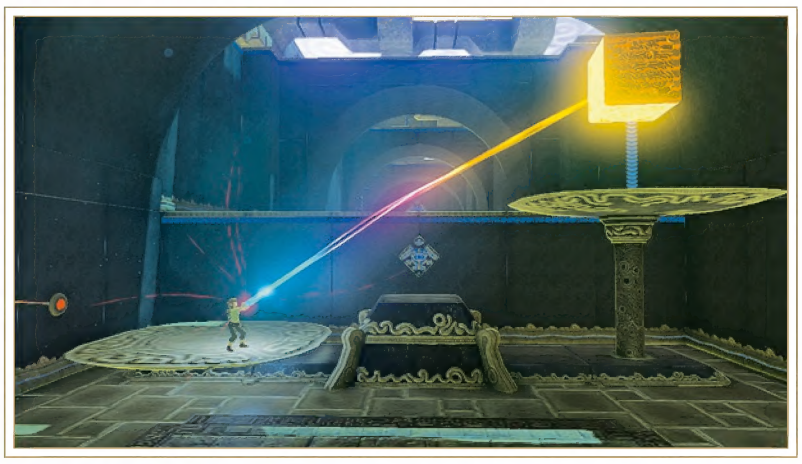
Puzzles

Breath of the Wild features hundreds of varied puzzles. These are most commonly encountered in shrines and dungeons, but the world of Hyrule itself will often challenge your sense of logic, your perception of three-dimensional environments, and your ability to observe your surroundings closely.

Many puzzles in the game have multiple solutions. Depending on the tools at your disposal and your way of thinking, you may very well devise completely different solutions to those of a friend – or, indeed, this very guide. If you become stuck when faced with a real brain-teaser, think rationally: which runes or pieces of equipment might have an effect? What can you see in your surroundings that could help you? Are there any objects in the area with elemental properties? Asking these questions, and others in a similar vein, of yourself will always put you on the right path for the glorious "eureka" moment you seek. Puzzles in *Breath of the Wild* are remarkably considered and balanced, so persevering will almost always lead to a positive outcome.



RUNE-BASED PUZZLES: Many puzzles, particularly those found in shrines, rely on rune abilities. If you feel at a loss when facing a puzzle, try scanning the environment with Magnesis and Stasis active in search for highlighted objects, and look for water to use Cryonis on. More often than not, this should get you started.



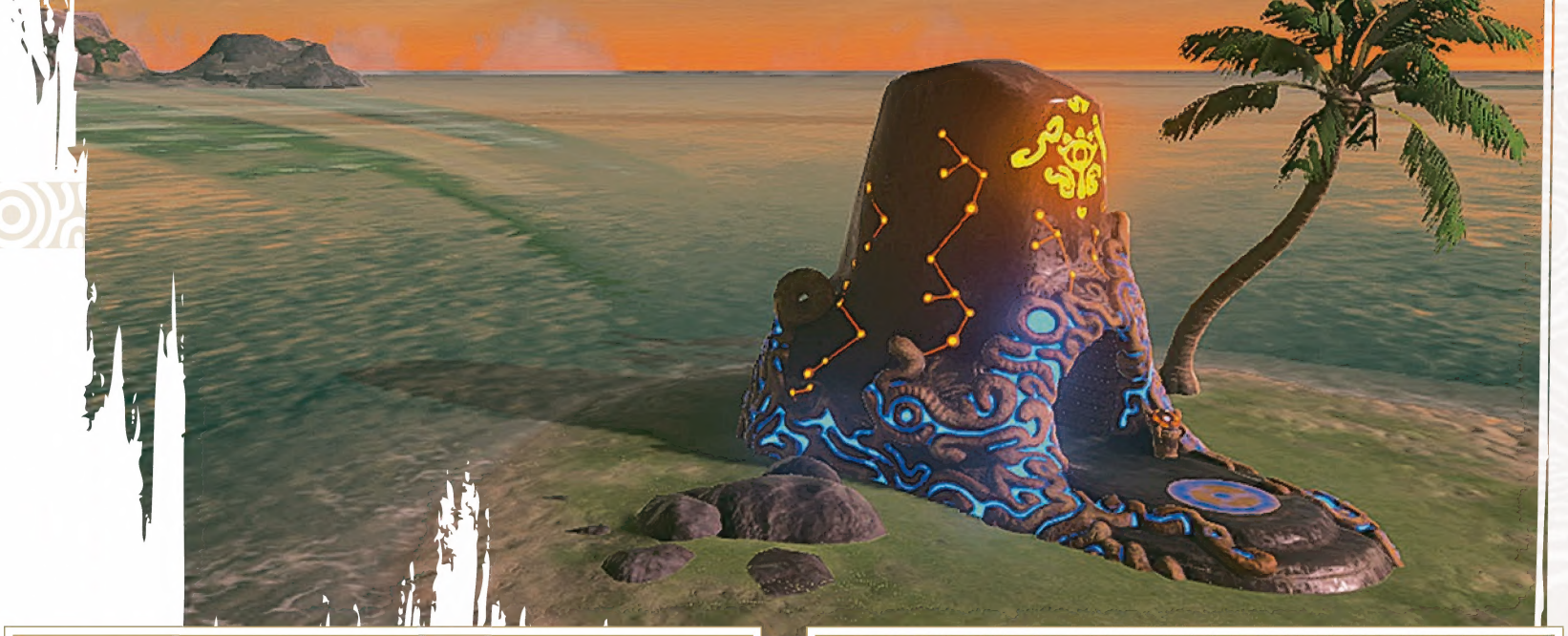
PHYSICS PUZZLES: Many puzzles are physics-based, with those involving gravity in some sense being particularly common. Whether this means making boulders roll down hills, using objects to weigh down devices that function as scales, or activating floor panels with heavy items, a healthy dose of common sense is all you need to beat them.

TIMING PUZZLES: Certain puzzles involve precise timing. In these situations, you must trigger a chain of events (such as making an orb roll) and reach a specific position quickly (such as a moving platform that will be activated by the orb once it reaches its destination).

CEREBRAL PUZZLES: Various puzzles rely on your ability to carefully observe your environment and think creatively – for example, when you need to identify a pattern and replicate it somewhere else.

ELEMENT-BASED PUZZLES: Your innate, intuitive understanding of natural forces (evident in the very fact that you have lived a life that led to you being here, right now, with this book) is often the key to solving certain puzzles. Always think in terms of how objects in your environment might react. Can they burn? Would a strong gust of wind have an effect?

MOTION CONTROL PUZZLES: A handful of shrines will challenge your ability to use the gyroscopic features of your controller. In these cases, start from a neutral position, and methodically adjust your movements very carefully. This will soon become second nature once you get the hang of it.



RIDDLES: Various characters in Hyrule will offer you side quests with relatively vague objectives. You will only be able to solve these if you pay careful attention to the hints they offer. Interpreting such clues will become easier as you progress in the game and get more familiar with the world's many landmarks.

MAZES: You will find a handful of mazes in the deepest reaches of Hyrule. Each of these is a puzzle in its own right, challenging your perception of 3D environments. You will not waste your time even if you struggle to locate the entrance to the central room: many of their alleys feature treasure chests and valuable rewards.

ENVIRONMENT PUZZLES: Many discrete areas of Hyrule are puzzles in and of themselves. In the early game, for example, crossing a wide river can seem impossible – until you realize that cutting down a nearby tree will form a makeshift bridge once the current takes it downstream…

ORBS AND CONCAVE SLOTS: Many puzzles rely on the use of spherical, glowing balls called orbs. As a general rule, your goal is to drop each of these orbs in a specific concave slot, as illustrated in the accompanying screenshot. In many instances, this will require you to interact with environmental features, such as launchers that can propel an orb across a chasm. Orbs and concave slots are also occasionally encountered in the wild. In such cases, they will often lead to the appearance of a secret shrine.

CRYSTALS: These are switches that you can hit to trigger an effect in the environment: a door that will open or close, a platform that will rotate by 90 degrees with every activation, and so forth. Every time you hit a crystal, it will change color, alternating between blue and orange. You can strike them with any weapon, but also with arrows and remote bombs, making it possible to interact with them over a distance, or when your direct path is blocked.

LAUNCHERS: These are piston-like devices that will propel Link (or, for that matter, any light object) in a specific direction. Puzzles relying on this mechanic can require you to time your flight correctly, or to combine multiple features at once. For example, you might hit a crystal that activates a launcher that sends a bomb flying to an otherwise inaccessible position, which you can then detonate to blow up destructible blocks.

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